

$\Delta P = \text{impulse}$

$$\Delta P = F \underbrace{\Delta t}_{\text{contact time}}$$

$$\Delta P = m \Delta v$$



COLLISIONS

2 types of collisions

COLLISIONS

2 types

ELASTIC COLLISION

COLLIDE + BOUNCE APART

INELASTIC COLLISION

COLLIDE + STICK TOGETHER

ELASTIC
TRAMPOLINE

LIGHT
SABER

SAME

POLE MAGNETS

golf BALL + CLUB

Baseball + Bat

NEWTON
CRADLE

CAR
CRASH

NERF
BULLETS

INELASTIC

SUPERGLUING
FINGERS TOGETHER

OPPOSITE

POLE MAGS

WATER HOSE + WATER
HOSE

BURRS ON

Baseball CLOTHES
+ GLOVE